

# Requirements and Analysis document for the DrinkIT Android application

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Version 1

## 1 Introduction

*Background explaining why this application is needed (besides mandatory in course). What's the problem addressed (use imagination)? What will it do? Who will benefit/use from this application? In what situation will the application be used? Define the application. General characteristics of application.*

People are always searching for the next great game to play during parties and predrinks. There are many subpar options available, and the goal is to combine and enhance many of these existing games to make the ultimate party-game.

The game will be customizable when it comes to both players and content. Users will be able to enter the number of players and their names. Users can then choose which categories they want to play with for this round and set the length of the game. The categories are made up of a combination of several different games, all popular in different party settings, and a couple unusual ones to give the game depth and keep it exciting.

During the game players will be randomly chosen to perform different challenges, with the options to either “pass” or “fail”, decided by the group. The challenges will be randomized from the chosen categories and will have differing levels of difficulty, reflected in the amount of points they give if the players succeed.

At the end of the game a scoreboard will be shown with the points all players have collected, along with the option to play again, which restarts the game, giving the players the choice to either play immediately again or change chosen settings beforehand.

### 1.1 Definitions, acronyms, and abbreviations

*Create word list to avoid confusion.*

DrinkIT -  
Card -  
Challenge -

## 2 Requirements

### 2.1 User Stories

*Use the template from the course website and list all user stories here. It is fine to have them in an spreadsheet (or other application) at first, but they must end up here as well. These user stories should describe what the user will be able to do. Write a the user stories in language of the customer, and give the a unique ID. List the user stories in priority order.*

### 2.2 User interface

*Sketches, drawings and explanations of the application user interface (possible navigation.*

## 3 Domain model

*Give a high level view overview of the application using a UML diagram.*

### 3.1 Class responsibilities

*Explanation of responsibilities of classes in diagram.*

## 4 References

